## Avenging Hunter {4}{G}

Creature -- Dragon Ranger

Trample
When this creature enters, you take the initiative.

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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When this creature enters, you take the initiative.

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Trample
When this creature enters, you take the initiative.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Balustrade Spy {3}{B}

Creature -- Vampire Rogue

Flying
When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Balustrade Spy {3}{B}

Creature -- Vampire Rogue

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When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

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**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dread Return {2}{B}{B}

Sorcery

Return target creature card from your graveyard to the battlefield.
Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - hoobtoob - Pauper v3 Group 0734F2 (Tinder Wall, Mesmeric Fiend) (BRISTOL** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## Dread Return (2)(B)(B)

Sorcery

Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elves of Deep Shadow (G)

Creature -- Elf Druid

{T}: Add {B}. This creature deals 1 damage to you.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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{T}: Add {B}. This creature deals 1 damage to you.

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Creature -- Elf Druid

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Gatecreeper Vine (1)(G)

Creature -- Plant

Defender
When this creature enters, you may search your library for a basic land card or a Gate card, reveal it, put it into your hand, then shuffle.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**0/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Generous Ent (5)(G)

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Generous Ent (5)(G)

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
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**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Generous Ent (5)(G)

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

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**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land Grant (1)(G)

Sorcery

If you have no land cards in hand, you may reveal your hand rather than pay this spell's mana cost.
Search your library for a Forest card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Land Grant** 1G

Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Land Grant** 1G

Sorcery

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Search your library for a Forest card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lead the Stampede** 2G

Sorcery

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lead the Stampede** 2G

Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lotleth Giant** 6B

Creature -- Zombie Giant

Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - hoobtoob - Pauper v3 Group 0734F2 (Tinder Wall, Mesmeric Fiend) (BRISTOL** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

**Lotus Petal** {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lotus Petal** {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Masked Vandal** {1}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Mesmeric Fiend** {1}{B}

Creature -- Nightmare Horror

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - hoobtoob - Pauper v3 Group 0734F2 (Tinder Wall, Mesmeric Fiend) (BRISTOL** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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**Overgrown Battlement** 1G

Creature -- Wall

Defender
{T}: Add {G} for each creature you control with defender.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Wall

Defender
{T}: Add {G} for each creature you control with defender.

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Creature -- Wall

Defender
{T}: Add {G} for each creature you control with defender.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Overgrown Battlement** 1G

Creature -- Wall

Defender
{T}: Add {G} for each creature you control with defender.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Quirion Ranger** G

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Quirion Ranger** G

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sagu Wildling** 4G

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

3/3

- - - ADVENTURE - - -

**Roost Seek** G

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sagu Wildling** 4G

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

3/3

- - - ADVENTURE - - -

**Roost Seek** G

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

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## Sagu Wildling {4}{G}

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

**3/3**

- - - ADVENTURE - - -

## Roost Seek {G}

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sagu Wildling {4}{G}

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

**3/3**

- - - ADVENTURE - - -

## Roost Seek {G}

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tinder Wall {G}

Creature -- Plant Wall

Defender (This creature can't attack.)
Sacrifice this creature: Add {R}{R}. {R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking.

**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Troll of Khazad-dûm {5}{B}

Creature -- Troll

This creature can't be blocked except by three or more creatures.
Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wall of Roots {1}{G}

Creature -- Plant Wall

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

**0/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Wall of Roots {1}{G}

Creature -- Plant Wall

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

**0/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Wall of Roots {1}{G}

Creature -- Plant Wall

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

**0/5**

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## Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Acorn Harvest {3}{G}

Sorcery

Create two 1/1 green Squirrel creature tokens.
Flashback--{1}{G}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Flaring Pain {1}{R}

Instant

Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - hoobtoob - Pauper v3 Group 0734F2 (Tinder Wall, Mesmeric Fiend) (BRISTOL** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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**Fume Spitter** (B)

Creature -- Phyrexian Horror

Sacrifice this creature: Put a -1/-1 counter on target creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Fume Spitter** (B)

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[sideboard]

1/1

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Creature -- Phyrexian Horror

Sacrifice this creature: Put a -1/-1 counter on target creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Healer of the Glade** (G)

Creature -- Elemental

When this creature enters, you gain 3 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Healer of the Glade** (G)

Creature -- Elemental

When this creature enters, you gain 3 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Healer of the Glade** (G)

Creature -- Elemental

When this creature enters, you gain 3 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Healer of the Glade** (G)

Creature -- Elemental

When this creature enters, you gain 3 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Jack-o'-Lantern** (1)

Artifact

{1}, {T}, Sacrifice this artifact: Exile up to one target card from a graveyard. Draw a card.
{1}, Exile this card from your graveyard: Add one mana of any color.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Mesmeric Fiend {1}{B}

Creature -- Nightmare Horror

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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